



NEW HORIZON
COLLEGE OF ENGINEERING
New Horizon Knowledge Park, Ring Road, Marathalli

Quick Grocery



Under the Guidance of

Ms. Anjana Murthy

Team Members

Aditya Venkat Ganesh P (R1819203)

Bronson Takhellambam (R1819213)

QUICK GROCERY

ABSTRACT

An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time. The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from the inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completed their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy of the transaction. [1]

INTRODUCTION

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. Online stores usually enable shoppers to use "search" features to find specific models, brands or items. Online customers must have access to the Internet and a valid method of payment in order to complete a transaction, such as a credit card, an Interac-enabled debit card, or a service such as PayPal. For physical products (e.g., paperback books or clothes), the e-tailer ships the products to the customer; for digital products, such as digital audio files of songs or software, the e-tailer usually sends the file to the customer over the Internet. The largest of these online retailing corporations are Alibaba, Amazon.com, and eBay. [1]

REQUIREMENT SPECIFICATIONS

SOFTWARE REQUIREMENTS

Back-End Database	MySQL Server Management Studio
Database Version	2008 R2
Front-End	C# Language (Microsoft Visual Studio)

HARDWARE REQUIREMENTS

Processor	Intel core i3-8265 @ 1.65GHz
RAM	2 GB
Hard Disk	500 GB
Operating System	Windows 10 Home
Monitor	Generic PnP Monitor 1920 x 1080
Keyboard	122 Keys

EXISTING SYSTEM

Many customers go for purchasing offline so as to examine the product and hold the possession of the product just after the payment for the product. In this contemporary world customer's loyalty depends upon the consistent ability to deliver quality, value and satisfaction. Offline shopping has a sense of immediacy. Yet get to possess the item you've purchased the very moment. If we can search and make a list of items that we would like to try while shopping, before actually going out. This way we can be more confident in our purchase and not missing something. This can also help us decide what areas to visit and plan such an event with friends. [2]

Limitations of Existing System

1. Time consuming
2. Shipping rates
3. Refunds / Returns disputes
4. Lack of options
5. Cash-Back offers not available
6. Bad customer service

PROPOSED SYSTEM

To remove all the disadvantages of conventional methods, a system is proposed which is an online shopping. The purpose of online shopping is to save time, save money. Through online shopping one can save his/her valuable time. One can watch and select things he wants to buy. Through online shopping we can save our money because prices are less than market prices and we receive our bought things at our home. No need to go anywhere and do shopping. We can get different varieties of things online and we can choose which one we want. Through online shopping, a person who wants to buy is a lifestyle e-commerce web application, which entails various fashion and lifestyle products. This project allows viewing various products available enables registered users to purchase desired products instantly using PayPal payment processor (Instant pay) and also can place order by using Cash on Delivery (Pay Later) option. This project provides an easy access to Administrators and Managers to view orders placed using Pay Later and Instant Pay options. In order to develop an e-commerce website, a number of Technologies must be studied and understood. [\[3\]](#)

FUTURE ENHANCEMENTS

We think that not a single project is ever considered as complete forever because our mind is always thinking new and our necessities are also growing. Our application is also, if you see at first glance that you find it to be complete but we want to make it still mature and fully automatic. As system is flexible you can generate more report and screen as and when required, the system is modified in future as per the owner requirement. [\[1\]](#)

REFERENCES & BIBLIOGRAPHY

To develop this project we used the knowledge of “C# Language” as Front-End and “Sql Server 2008 R2” as Back-End from the books mentioned below:

1. Microsoft SQL Server 2008 R2 Database Design & Implementation
2. C# and ASP.NET

Websites

- [1] http://en.wikipedia.org/wiki/Online_shopping/
- [2] <http://www.w3schools.com>
- [3] <http://www.google.com>
- [4] <http://www.msdn.com>